



The Fountain Green Group

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Flash CS3 Professional: Creating Games for the Wii - 02NYL732 - lynda.com



Product Description

Time

Flash CS3 Professional: Creating Games for the Wii

Approximately 2 Hours 45 Minutes

The Internet channel web browser for the Nintendo Wii supports Flash content, which means anyone can create games that take advantage of this console's intuitive and approachable controls. The Internet channel only supports Flash 7, so not every modern Flash game will work. The strengths and limitations of this platform, as well as the limited input that can be detected from the Wii remote, should be considered when creating a game. In Flash CS3 Professional: Creating games for the Wii, [Todd Perkins](#) shares his insights on all aspects of this development process. Speaking to those with some experience in Flash CS3 and ActionScript, he demonstrates the creation of several complete games. Each game is focused on a different mode of Interactivity: point-and-click, up-and-down, circular, and velocity-based.



lynda.com



Todd Perkins

Note: Example files accompany the course.

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1. Getting Started with Flash on the Wii	4:03
2. ActionScript 2.0 Essentials	22:31
3. Flash for the Wii Essentials	11:35
4. Creating Point-and-Click Interactivity: Meteor Shooter Game	44:13
5. Creating Up-and-Down Interactivity: Xylophone Master Game	38:33
6. Creating Circular Interactivity: Setting the Clock Game	20:48
7. Creating Velocity-Based Interactivity: Fun Run Game	23:36
Conclusion	0:38

Introduction

Welcome	0:36
Using the Example Files	0:43
Prerequisites for This Course	1:34
1. Getting Started with Flash on the Wii	
Playing Flash on a Wii	1:24
Creating a Wii Game template in Flash	2:39
2. ActionScript 2.0 Essentials	
Knowledge Prerequisites	1:18
Migrating from ActionScript 3.0	3:54
Working with Variables and Properties	1:43
Understanding Functions	1:12
Handling Events	1:48
Understanding "this" and "_root"	1:59
Creating Movie Clip Instances Dynamically	2:56
Initializing Dynamically Created Movie Clips	3:01
Using the TweenLite Engine	4:40



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3. Flash for the Wii Essentials

Understanding the Limitations of Flash on the Wii	1:18
Creating Simple Point-and-Click Interactivity	0:54
Adding Up-and-Down or Left-and-Right Interactivity	2:01
Detecting Wii Remote Rotation	4:59
Adding Velocity-Based Interactivity	2:23

4. Creating Point-and-Click Interactivity: Meteor Shooter Game

Viewing the Finished Game	1:11
Exploring the Game's FLA File	3:40
Setting up Game Variables	1:53
Initializing the Game	5:29
Creating Meteors	6:42
Animating Meteors	1:09
Shooting Meteors	2:44
Firing Lasers	6:12
Properly Discarding Meteors	4:30
Advancing Through Levels	2:25
Handling Ship Hits	3:11
Losing the Game	2:24
Creating a Preloader	2:43

5. Creating Up-and-Down Interactivity: Xylophone Master Game

Viewing the Finished Game	1:45
Exploring the Game's FLA File	5:36
Setting up Game Variables	5:34
Initializing the Game	3:03
Creating the Enemy Player	1:49
Making the Enemy Hit Keys	7:35
Moving the Hammer	4:29
Alternating Turns	4:52
Losing the Game	3:50

6. Creating Circular Interactivity: Setting the Clock Game

Viewing the Finished Game	0:47
Exploring the Game's FLA File	4:00
Setting Up Game Variables	2:18
Initializing the Game	1:39
Updating the Target Clock	6:10
Adding Player Interactivity	3:17
Determining a Win	2:37



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7. Creating Velocity-Based Interactivity: Fun Run Game

Viewing the Finished Game	1:05
Exploring the Game's FLA File	5:49
Setting up Game Variables	2:10
Initializing the Game	2:22
Creating Runner Speed	3:04
Scrolling the Background	2:52
Tracking Distance	1:57
Winning the Game	4:17

Conclusion

Goodbye	0:38
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